

## CLAIMS

We claim:

1. An electronic card game playable in an amusement device having a display, the card game comprising:

- 5 (a) an electronic deck of cards having a plurality of individual playing cards, each of the individual playing cards having an associated face value;
- (b) a playing area within the display;
- (c) a first layer of cards of the deck being disposed on the playing area;
- 10 (d) a second layer of cards of the deck being disposed on the playing area in overlying relationship to the first layer of cards, at least one card of the second layer of cards partially covering at least three cards of the first layer of cards;
- (e) a shoe of cards configured to accept cards of the deck that have been selectively removed from the playing area by a player, the shoe being disposed proximate to or within the playing area; and
- 15 (f) a set of rules dictating scoring of the electronic card game, the rules including:
- (i) selecting cards from the playing area that are not covered by other cards and that have a face value that is one face value higher or one face value lower than the face value of the last card showing in the shoe;
- 20 (ii) scoring points based upon a run of play, a run of play being a duration of time when the player can selectively remove cards that are one face value higher or one face value lower than the face value of the last card in the shoe;
- (iii) permitting a card in the first layer to become playable when all of the cards of the second layer which were partially covering the card in the first layer
- 25 have been removed; and

(iv) allowing, in at least some instances, three or more cards in the first layer to become playable when one card of the second layer is removed.

2. The electronic card game system of claim 1, wherein the cards have conventional  
5 face values including Ace, two, three, four, five, six, seven, eight, nine, ten, Jack, Queen and King.

3. The electronic card game of claim 2, wherein the cards further include denominations including Hearts, Diamonds, Clubs and Spades.

10 4. The electronic card game of claim 1, further comprising:

(g) a total score indicator being disposed proximate to or within the playing area, the total score being incremented or decremented based upon the number of cards selected by the player in a run.

15 5. The electronic card game of claim 4, wherein the total score is also a function of the amount of time the player takes to select the next playable card.

6. The electronic card game of claim 1, further comprising:

20 (g) a wildcard being disposed proximate to or within the playing area and separate from the layers of cards and the shoe, the wildcard being selectable by the player when there are no playable cards that are one face value higher or one face value lower than the face value of the last card in the shoe.

7. The electronic card game of claim 1, further comprising:

(g) a wildcard being disposed proximate to or within the playing area and separate from the layers of cards and the shoe, the wildcard being selectable by the player at anytime thereby permitting the player to select any playable card.

5                    8.        The electronic card game of claim 1, further comprising:

(g) a plurality of decks of cards forming additional layers in overlying relationship relative to the second layer of cards.

10                  9.        The electronic card game of claim 1, wherein the cards have a polygonal shape with more than four sides to permit overlying relationship with more than four cards.

10                  10.       The electronic card game of claim 1, wherein the cards have one of a diamond shape, a square shape, a rectangular shape, a circular shape, a pentagonal shape, a octagonal shape, and a non-linear shape.

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11.        A method of playing an electronic card game in an amusement device having a display in accordance with a set of rules, the electronic card game including a playing area within the display and an electronic deck of cards having a plurality of individual playing cards, each of the individual playing cards having an associated face value, the method comprising:

20                  (a)       placing a first layer of cards of the deck on the playing area;

(b)       placing a second layer of cards of the deck on the playing area in overlying relationship to the first layer of cards so that at least one card of the second layer of cards partially covers at least three cards of the first layer of cards;

25                  (c)       providing a shoe of cards configured to accept cards of the deck that have been selectively removed from the playing area by a player, the shoe being disposed proximate to or within the playing area; and

(d) dictating scoring of the electronic card game based upon the rules, the rules including:

(i) selecting cards from the playing area that are not covered by other cards and that have a face value that is one face value higher or one face value lower than the face value of the last card showing in the shoe;

(ii) scoring points based upon a run of play, a run of play being a duration of time when the player can selectively remove cards that are one face value higher or one face value lower than the face value of the last card in the shoe;

(iii) permitting a card in the first layer to become playable when all of the cards of the second layer which were partially covering the card in the first layer have been removed; and

(iv) allowing, in at least some instances, three or more cards in the first layer to become playable when one card of the second layer is removed.

12. The method of playing an electronic card game according to claim 11, wherein the cards have conventional face values including ace, two, three, four, five, six, seven, eight, nine, ten, jack, queen and king.

13. The method of playing an electronic card game according to claim 12, wherein the cards further include denominations including hearts, diamonds, clubs and spades.

14. The method of playing an electronic card game according to claim 11, further comprising:

(g) a total score indicator being disposed proximate to or within the playing area, the total score being incremented or decremented based upon the number of cards selected by the player in a run.

15. The method of playing an electronic card game according to claim 14, wherein the total score is also a function of the amount of time the player takes to select the next playable card.

5 16. The method of playing an electronic card game according to claim 11, wherein the game further comprises a wildcard being disposed proximate to or within the playing area and separate from the layers of cards and the shoe, the wildcard being selectable by the player when there are no playable cards that are one face value higher or one face value lower than the face value of the last card in the shoe.

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17. The method of playing an electronic card game according to claim 11, wherein the game further comprises a wildcard being disposed proximate to or within the playing area and separate from the layers of cards and the shoe, the wildcard being selectable by the player at anytime thereby permitting the player to play any playable card.

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18. The method of playing an electronic card game according to claim 11, wherein the game further comprises a plurality of decks of cards forming additional layers in overlying relationship relative to the second layer of cards.

20 19. The method of playing an electronic card game according to claim 11, wherein the cards have a polygonal shape with more than four sides to permit overlying relationship with more than four cards.

25 20. The method of playing an electronic card game according to claim 11, wherein the cards have one of a diamond shape, a square shape, a rectangular shape, a circular shape, a pentagonal shape, a octagonal shape, and a non-linear shape.

21. The method of playing an electronic card game according to claim 11, further comprising:

5 (e) placing a third layer of cards of the deck on the playing area in overlying relationship to the second layer of cards so that at least one card of the third layer of cards partially covers at least three cards of the second layer of cards.

22. An electronic game playable in an amusement device having a display, the game comprising:

10 (a) an electronic deck of gamepieces having a plurality of individual gamepieces, each of the individual gamepieces having an associated face value and at least three of the gamepieces having different face values;

(b) a playing area within the display;

(c) a first layer of gamepieces of the deck being disposed on the playing area;

15 (d) a second layer of gamepieces of the deck being disposed on the playing area in overlying relationship to the first layer of gamepieces, at least one gamepiece of the second layer of gamepieces partially covering at least three gamepieces of the first layer of gamepieces;

20 (e) a shoe of gamepieces configured to accept gamepieces of the deck that have been selectively removed from the playing area by a player, the shoe being disposed proximate to or within the playing area; and

(f) a set of rules dictating scoring of the electronic game, the rules including:

25 (i) selecting gamepieces from the playing area that are not covered by other gamepieces and that have a face value that is one face value higher or one face value lower than the face value of the last gamepiece showing in the shoe;

(ii) scoring points based upon a run of play, a run of play being a duration of time when the player can selectively remove gamepieces that are one face value higher or one face value lower than the face value of the last gamepiece in the shoe;

5 (iii) permitting a gamepiece in the first layer to become playable when all of the gamepieces of the second layer which were partially covering the gamepiece in the first layer have been removed; and

10 (iv) allowing, in at least some instances, three or more gamepieces in the first layer to become playable when one gamepiece of the second layer is removed.

23. The electronic game of claim 22, further comprising:

15 (g) a total score indicator being disposed proximate to or within the playing area, the total score being incremented or decremented based upon the number of gamepieces selected by the player in a run.

24. The electronic game of claim 23, wherein the total score is also a function of the amount of time the player takes to select the next playable gamepiece.

20 25. The electronic game of claim 22, further comprising:

(g) a wild gamepiece being disposed proximate to or within the playing area and separate from the layers of gamepieces and the shoe, the wild gamepiece being selectable by the player when there are no playable gamepieces that are one face value higher or one face value lower than the face value of the last gamepiece in the shoe.

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26. The electronic game of claim 22, further comprising:

(g) a wild gamepiece being disposed proximate to or within the playing area and separate from the layers of gamepieces and the shoe, the wild gamepiece being selectable by the player at anytime thereby permitting the player to select any playable gamepiece.

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27. The electronic game of claim 22, further comprising:

(g) a plurality of decks of gamepieces forming additional layers in overlying relationship relative to the second layer of gamepieces.

10 28. The electronic game of claim 22, wherein the gamepieces have a polygonal shape with more than four sides to permit overlying relationship with more than four gamepieces.

15 29. The electronic game of claim 22, wherein the gamepieces have one of a diamond shape, a square shape, a rectangular shape, a circular shape, a pentagonal shape, a octagonal shape, and a non-linear shape.